

URBAN BATTLE

- Junior

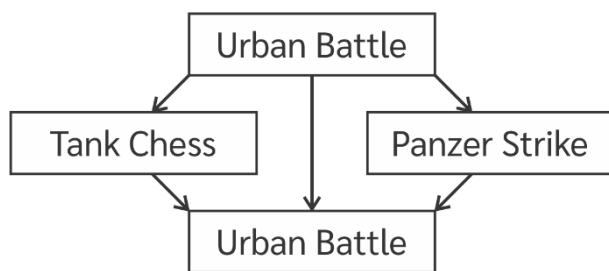
Brochure (trial edition)

About Game Origin

The rules are written to be simple and easy to learn, which puts Urban Battle game in the EasyPlay category. This was achieved by the long development of the game, starting in 2006.

After several unpublished versions, the concept branched into two separate games. The first was Panzer Strike, designed with visual appearance in mind (3D board with detailed building textures and realistic tank miniatures), while the gameplay was not the main focus. The other is Tank Chess, an abstract strategy game (it has similar game mechanics, but uses no dice, only one piece is moved in a turn, etc.).

The latest version of Urban Battle has returned to the original concept, but taking ideas from both Panzer Strike and Tank Chess development, favoring simplicity and focusing on gameplay.



Missions

The plastic tank pieces in this set are stylized, they are not miniatures of any specific types of real armored vehicles, but rather categories inspired by WWII-era armored vehicles. The game is not a simulation of historical battles, but can be imagined as a military exercise or a competition.

This game can be played without any defined Mission, with the goal to simply destroy all enemy vehicles (e.g. with the units starting on the opposite edges of the board), but this way it might not be clear when to end the game. Therefore, it is better and more interesting to play one of the Missions with concrete winning criteria.

Each Mission has one or more setups which define starting positions and the number of units. The particular units used are listed in some setups, while in some the players choose them themselves.

In some setups both players have the same task and the winner is the one who completes it first. Other setups are asymmetrical, where one player has a particular task to complete while the other must prevent it.

1. Command Tank

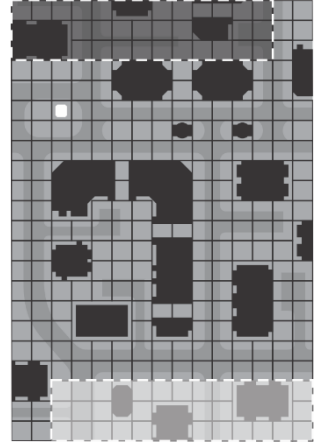
Each player has one command tank (marked with an antenna). The task is to destroy the enemy command tank.

Setup 1 A

Board: Two segments.

Units: Each player has 6 Medium Tanks. One tank in each color is a command tank.

Starting positions: White units start anywhere in the zone on the south (marked light in the diagram). Black units start in the northern zone (dark).



Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 20, the game ends and the winner is the player with more surviving units (if equal, it is a draw).

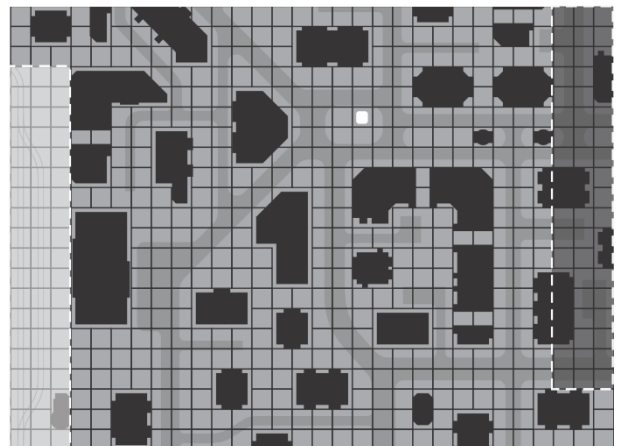
This is a short and simple setup, with a small number of tanks and no units that can fire over obstacles.

Setup 1 B

Board: All four segments.

Units: Each player has 2 Light Tanks, 5 Medium Tanks and 2 Heavy Tanks (total of 9 per player). One Light Tank in each color is a command tank.

Starting positions: White units start in the western zone, and Black in the eastern.



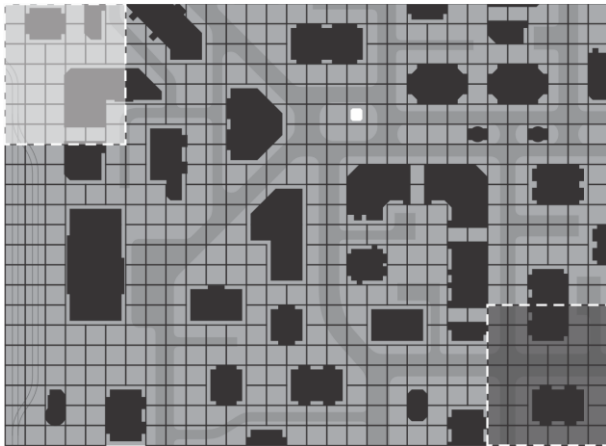
Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 25, the game ends and the winner is the player with more surviving units (if equal, it is a draw).

Setup 1 C

Board: All four segments.

Units: Each player chooses 11 units. One unit in each color (free choice) is marked with an antenna.

Starting positions: White units start in the north-western zone, and Black in the south-eastern.



Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 30, the game ends and the winner is the player with more surviving units (if equal, it is a draw).

2. Airspace Control

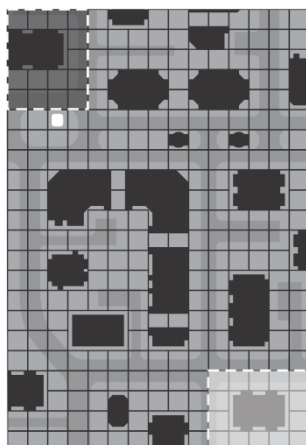
Both sides have the task to prevent enemy aircraft actions, by securing presence of their anti-aircraft guns.

Setup 2 A

Board: Two segments.

Units: Each player has 2 Anti-Aircraft Tanks and 5 Medium Tanks, and optionally 1 Recovery Vehicle.

Starting positions: White units start in the south-eastern zone, and Black in the north-western.



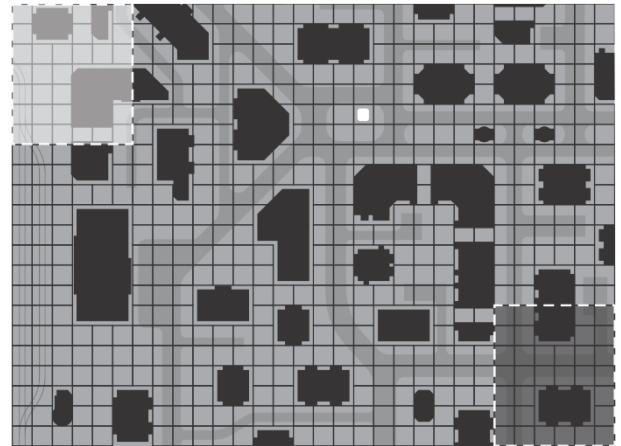
Win criteria: The player who first destroys both opponent's Anti-Aircraft Tanks wins. If not, the game ends after Round 15, and the winner is the player with more Anti-Aircraft Tanks left (if equal, it is a draw). Other destroyed vehicles do not influence the outcome.

Setup 2 B

Board: All four segments.

Units: Each player chooses 10 units. Beside that, each player has 2 Anti-Aircraft Tanks.

Starting positions: White units start in the zone on the north-west, and Black units in the south-east.



Win criteria: The player who first destroys both opponent's Anti-Aircraft Tanks wins. If not, the game ends after Round 20, and the winner is the player with more Anti-Aircraft Tanks left (if equal, it is a draw). Other destroyed vehicles do not influence the outcome.

The goal in this Mission is to destroy enemy Anti-Aircraft Tanks, but also to protect your own. If choosing at least one Recovery Vehicle, there is a possibility to repair one of them before they are both destroyed.

3. Headquarters

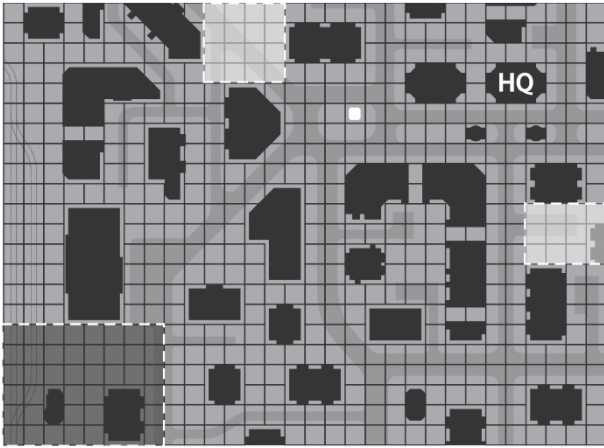
The task is to capture the enemy headquarters. To do so, one Truck (carrying an infantry squad) must stop on a square adjacent to the headquarters building and survive the following opponent's Turn.

Setup 3 A

Board: All four segments. Headquarters building of the White player is marked on the diagram below.

Units and starting positions: White player has a total of 8 units, placed in two zones. 2 Light Tanks, 2 Medium Tanks and 1 Heavy Tank are in the zone on the north. 2 Medium Tanks and 1 Heavy Tank are in the zone on the east.

Black player a total of 13 units, all starting in the south-western corner: 2 Trucks, 2 Light Tanks, 6 Medium Tanks and 3 Heavy Tanks.



Win criteria: If the Black player does not capture the headquarters by the end of Round 18, or both of their Trucks are destroyed, the White player wins.

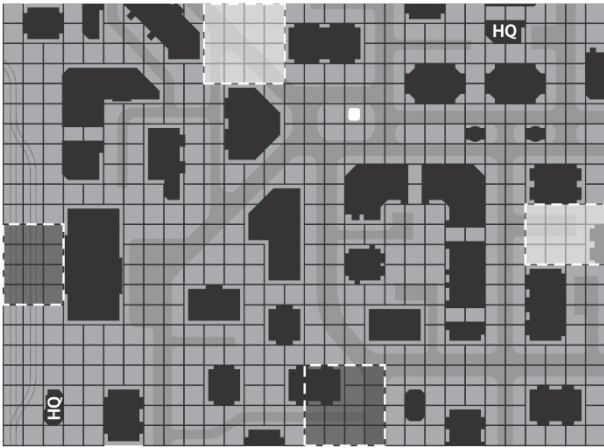
Black plays first.

Setup 3 B

Board: All four segments. White headquarters are in the building on the north-eastern part of the board, and the Black is on the south-western.

Units: Each player chooses 14 units. Among those, each player must have at least one Truck.

Starting positions: White units are distributed in two zones on the north and east. Black units are in two zones in the south and west.



Win criteria: If neither player captures the opponent's headquarters by the end of Round 30, it is a draw.

4. Capture the Flag

The task is to capture one or several flags (depending on the setup). At the start of a game, flags are placed on the board, attached to white stands.

To capture a flag, a vehicle must stop next to it (end its movement on an adjacent square). The flag is immediately transferred to the vehicle (attached to it), while the white stand remains on the board as a low obstacle.

Then the vehicle must bring the flag to its headquarters (end its movement on a square adjacent to the building).

If the vehicle carrying a flag is destroyed, any other vehicle (from the same or the opponent's team) may take it (by approaching to an adjacent square).

A flag can also be transferred from one active vehicle to another of the same team, with the following restrictions: 1) the vehicle giving the flag must not move in that Round, 2) the vehicle taking must first move then take the flag (or not move).

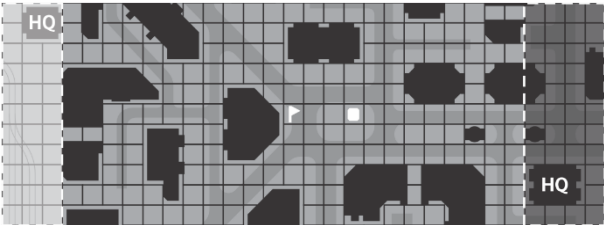
A single flag can only be taken once in a Turn.

Setup 4 A

Board: Two segments. White headquarters are in the building on the western half of the board, and the Black is on the eastern. One flag in a stands is placed close to the center of the board (marked with a 'P' symbol in the diagram).

Units: Each player has 2 Light Tanks, 2 Medium Tanks and 2 Heavy Tanks (6 in total).

Starting positions: White units start in the western zone, and Black in the eastern.



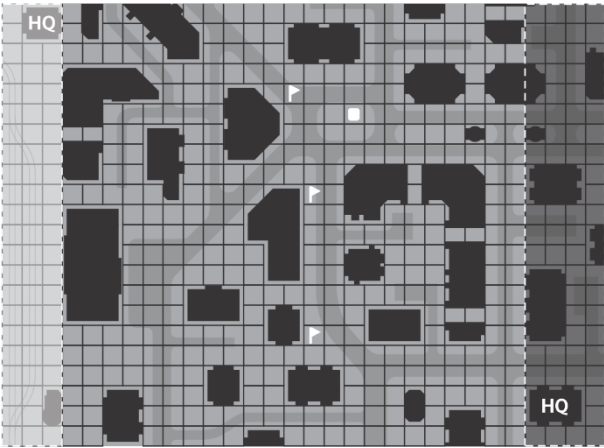
Win criteria: The player who first brings the flag to their headquarters wins.

Setup 4 B

Board: All four segments. White headquarters are in the building on the north-western corner of the board, and the Black is on the south-eastern. Three flags are placed on the board ('P' symbol in the diagram).

Units: Each player chooses 8 units.

Starting positions: White units start in the western zone, and Black in the eastern.



Win criteria: The player who brings two flags to their headquarters wins.

5. Convoy

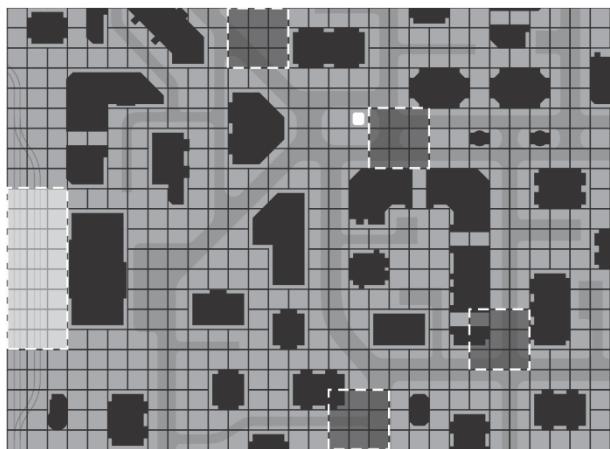
White player is tasked with protecting a convoy of trucks, while the Black tries to prevent it from getting through the city.

Setup

Board: All four segments.

Units: White player chooses 10 units, plus 2 Trucks. Black player chooses 8 units.

Starting positions: White units start in the zone on the west. Black units start distributed in multiple small zones (two units in each).



Win criteria: The convoy of Trucks must exit the board through the eastern edge. White player wins if both Trucks exit the board by the end of Round 20. It is a draw if only one exits, and Black player wins in all other cases.

6. Defuse the Bomb

White player has the task to defuse a bomb planted in a building before it explodes, while the Black player tries to prevent that.

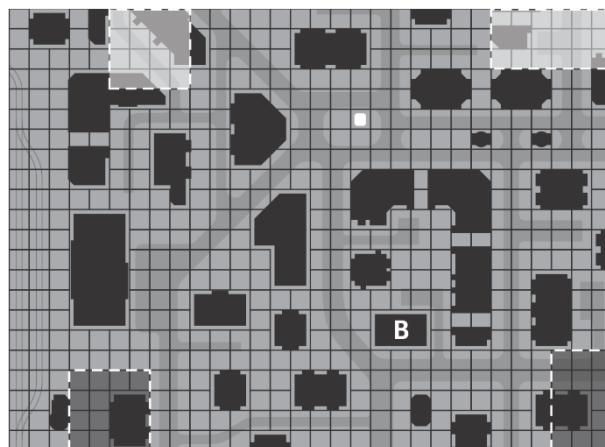
To defuse the bomb, one Truck (carrying a bomb squad) must stop on a square adjacent to the building and survive the following opponent's Turn.

Setup 6

Board: All four segments. The bomb is planted in the building marked with 'B'.

Units: White player chooses 11 units, among which at least one Truck. Black player chooses 9 units.

Starting positions: White units start split in two zones on the north. Black units start in two zones on the south.



Win criteria: White player wins if the bomb is defused before the end of Round 16. Otherwise, the winner is the Black player.

White plays first.

7. Recovery

Several black tanks were damaged. They cannot move (their tracks are damaged), but they can fire. Black player has the task to repair them using Recovery Vehicle, so they can retreat to safety. The White player tries to prevent that.

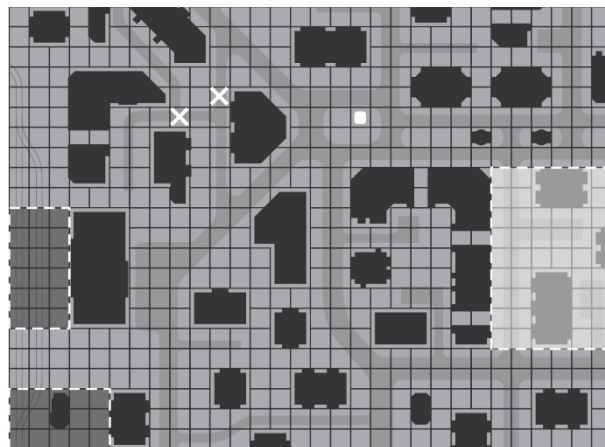
In this case, Recovery Vehicle cannot repair destroyed tanks, only the damaged ones.

Setup

Board: All four segments. Two blue Light Tanks with flags attached (marking they are damaged) are on squares marked with 'x' in the diagram below (coordinates *F9 and F11).

Units: Black player has 2 Recovery Vehicles, 5 Medium Tanks and 2 Heavy Tanks (+ 2 *damaged Light Tanks*). White player has 5 Medium Tanks, 2 Heavy Tanks and 1 Light Tank.

Starting positions: Black vehicles start in two zones on the south-western part of the board. White vehicles start in the zone on the east.



Win criteria: The repaired Light Tanks must exit the board through the southern edge. Black player wins if both exit the board by the end of Round 15. It is a draw if only one exits, and White player wins in all other cases.

8. Refueling

A group of white tanks (marked with flags) has very little fuel left. Each tank from the group can only move once (for its full speed). Trucks carrying fuel are approaching them, escorted by a few tanks.

To refuel the tanks, a Truck must stop on an adjacent square. If it survives and does not move in the next Round, all vehicles adjacent to it will be refueled (their flags are removed).

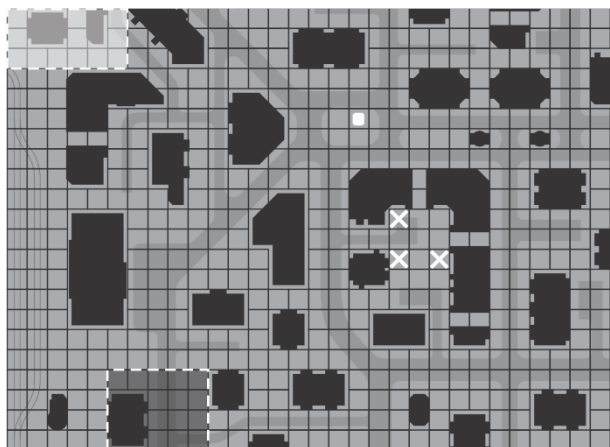
The game ends after a certain number of Rounds, and the winner is determined by counting the destroyed vehicles. White player has a weaker force that can actively fight, so it is imperative to try refueling the Heavy Tanks and thus turn the odds in their favor. Black player has a chance to prevail before the opponent manages to activate all of their vehicles.

Setup

Board: All four segments. Three white Heavy Tanks with flags attached (marking they are low on fuel) are on squares marked with 'x' in the diagram below.

Units and starting positions: White units, starting in the zone on the north-west: 2 Trucks (carrying fuel), 2 Light Tanks and 3 Medium Tanks.

Blue units, starting in the zone on the south: 3 Light Tanks and 4 Medium Tanks.



Win criteria: The game ends after Round 27. The winner is the

9. Capture the Prototype

A prototype of a new Heavy Tank (white) is taking part in combat. The Black commander has orders not to fire on the prototype tank, but try to capture it.

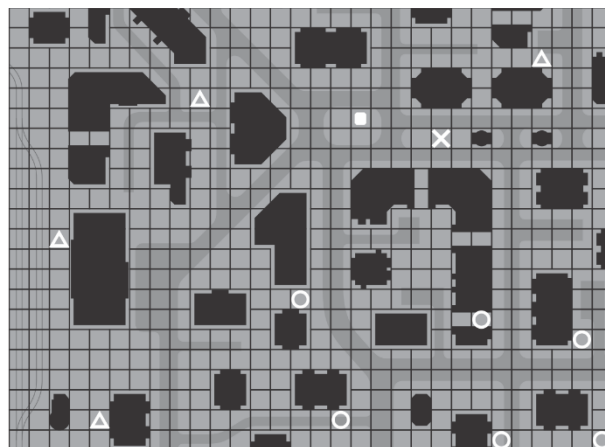
To capture the opponent's Heavy Tank, a Truck must stop on a square adjacent to it. If the White player does not destroy that Truck in the following Turn, a squad of commandos comes out and captures the Heavy Tank (even if the Heavy Tank moves away from the Truck).

Setup

Board: All four segments. White Heavy Tank is on square marked with 'x' (#F22).

Units and starting positions: 4 white Medium Tanks start on squares marked with triangles (*H3, F10, *K5 and *E27).

Black units start on squares marked with circles: 2 Trucks (#K25 and #K30) and 4 Medium Tanks (*I15, #I24, *K17 and J29).



Win criteria: Black player wins if they capture the opponent's Heavy Tank by the end of Round 20. Otherwise the White player wins.

10. Evacuation

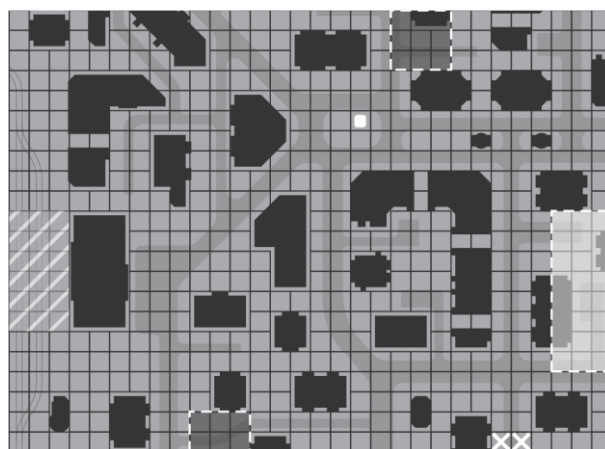
The White player has a task to evacuate three Heavy Tanks by train. Those tanks that are next to the railway station (in the zone marked in the diagrams) at the end of game (and not destroyed) are considered successfully evacuated.

Setup

Board: All four segments. Evacuation zone is on the west.

Units and starting positions: All white units start in the zone on the east: 3 Heavy Tanks, 2 Medium Tanks and 2 Light Tanks.

Black units start in two zones. On the south: 2 Medium Tanks and 2 Light Tanks. On the north: 4 Medium Tanks.



In Round 6, two white Medium Tanks arrive in the battle – placed on the squares marked with 'x' (#K26 and #K26).

Win criteria: White player wins if two or three of the Heavy Tanks are successfully evacuated – they are alive in the evacuation zone at the end of Round 27. It is a draw if only one is evacuated, otherwise the Black player wins.